

BIBLE

THE NEW HE-MAN

CONCEPT

SERIES BIBLE

Slushhead (SL)
Flogg (FG)
Alcon (AL)
Gepple (GE)
Krex (KR)
Meldac (ME)
Optikk (OP)
Lizoor (LLI)
Karatti (KT)
Hoove (HO)

Sorceress (SO)
He-Man (HE)
Skeletor (SK)
Adam (AO)
Sebrian (SE)
Hydron (HY)
Flipshot (FL)
Drissi (DR)
Caz (~~CA~~) (CA)
Mara (MA)

Kayo (KA)
Visar (VI)
Nocturna (NO)
Werban (WE)
Grot (GR)

2ND DRAFT
5/24/89

Talon (TA)

Mutant
Primus
Denebria
Moon Norder

Starship Eternia

Shield

Bolajet
Astrosab

Terroclaw

Shuttle Pod

Mutant fighter

JETLAG PRODS.

HE-MAN IS BACK!!!!

The greatest hero the universe is back for all new adventures...and about the only thing that's the same is his name!

But now, a whole new legion of kids is about to be introduced to a whole new He-Man. He's hip, more human, sensitive and caring. And while humor plays a strong role in our series, there are also the trademark high action adventures which viewers have come to love and expect.

THE NEW HE-MAN takes place in the distant future -- countless eons from the time of Castle Grayskull. He-Man has answered a distress call from the last survivors of a gentle, highly advanced race which faces extinction at the hands of a horde of evil aliens who possess advanced weapons He-Man cannot even imagine.

He-Man makes the journey to the future (see: BACKSTORY) to a solar-system where three suns blaze in the sky above. It is a world of subterranean and undersea cities, a kinder, gentler world where a kinder, gentler people are under constant threat from the Evil Mutants.

In the new world of PRIMUS, He-Man is a fish out of water. Facing a technologically advanced enemy, he finds his rippling muscles and incredible strength are no longer enough to bring him victory. And while his new friends have provided him with vehicles capable of meeting the enemy, He-Man has no more idea of how to operate them than you or I would a 747!

To further complicate matters, the gentle people of Primus are inept in the ways of war. They are great thinkers, philosophers, designers, imaginers. But because science has provided everything for them, they rarely have had to function on a practical level. Sensing their hopelessness in the face of a superior enemy, He-Man takes to these gentle people and becomes their protector. In them he has found a new family. The fact that they are impractical dreamers only provides for heightened comedic complications, not to mention frustrations for He-Man.

He-Man is the one last hope for good, the one last hope for saving the future and the universe from the forces of evil.

The hero of THE NEW HE-MAN, while still courageous, is more human and caring. We're not going to have no-stop action and adventure from start to finish. This is

a He-Man who has the time to pause and learn philosophy and spirituality and get involved in the comedic complications that come from him trying to learn about and cope with the ways on an advanced technology he knows nothing about.

On the planet Primus He-Man will encounter lovable baby alien animals protected by a young girl and boy who serve as their shepherds. He'll learn spirituality and morality from a thousand year old wise man. He'll gain guidance, support and knowledge in the ways of magic from a Sorceress who is always there to help him. And he'll learn to laugh about a group of four of the craziest scientists ever seen on this or any world.

And make no mistake, laughter and fun are a large part of what THE NEW HE-MAN is about. Whether the levity comes from Gleep -- the zaniest, off-the-wall robot since R2D2 -- from clutzy dunderheaded villains like Slushhead or the antics of He-Man's slightly less than courageous new allies, Captain Hydron and Flipshot, the humor is a constant, major thread throughout the series.

We're talking humor from He-Man and Prince Adam himself, from our new characters and from the rollicking INDIANA JONES-type adventures He-Man and his friends find themselves in.

Just let He-man punch the wrong button on a computer at the Library of Humanity. With a tidal wave of paper spewing out, with attendants running frantically to scoop it up, He-Man is likely to look at the commotion, the flashing red lights and the overload warning siren blasting from the computer and say, "This is what I left a warm bed in Castle Grayskull and came a million years into the future for?! This?! THIS?!"

Yep...it's a whole new He-Man.

BACKSTORY

Our series begins on the planet Primus, a million years in the future from Castle Grayskull. Primus -- the fifth planet in a solar system warmed by three suns -- is inhabited by the last surviving, technologically advanced, members of the human race. Primus has become humanity's Noah's arc. Here, the sum total of man's knowledge, science and even animal life hangs by a slender thread.

The people of Primus have strived for peace through developing science and spirituality. But, in so doing, they became soft, dependent upon their technology, forgetting how to fight for the tranquility they so cherish.

Now mankind has become an endangered species, threatened with extinction by a warring horde of villains known as the Evil Mutants. Fierce warriors who have combined their physical strength with technologically advanced weapons, the Evil Mutants symbolize the death knell of Mankind. Physically, the Mutants even have the horrifying ability to clone themselves if they are critically injured in battle. The people of Primus, gentle and cerebral, realized they are no match for such opponents -- for any opponents, for that matter -- in hand-to-hand combat.

Knowing this, and because they no longer embrace war, the people on Primus have devised a defensive mechanism called The Shield. One hundred-and-twenty of the greatest minds on the planet -- the Galactic Council -- were originally responsible for maintaining The Shield. These Galactic Council Members are irreplaceable. No one can be found who has their mental abilities.

Many years ago, deep within the bowels of the Council Hall, the original one hundred-and-twenty men and women laid down on glistening chrome chaises. These metal slabs provide for their every need -- monitoring their vital signs, feeding and nourishing them, and connecting their minds to the machine which protects Primus. The entire Council Hall was encased in a thick clear glass-like material that was impervious to assault.

In the middle of the room, surrounded by the reclining council members, was placed the Vasionic Resonator into which the combined mental energies of the Council members pulsed day and night. So draining was this process that the Council Members lay practically motionless, unspeaking.

The Vasionic Resonator took their mental energy and transformed it into an invisible aura that encircled the entire planet, providing a protective shield that could not be breached by the Mutants.

But, over the years the Mutants mounted a steady assault against The Shield with weapons of ever-increasing power. Each of their attacks required a surge of mental energy from the Council Members to keep The Shield intact. Unfortunately, this added expenditure of mental energy was too much for some of the older members to bear.

Accordingly, their numbers have decreased so that only one hundred-and-four members are now left. Now has come a time of crisis, as the scientists of Primus have calculated that the absolute minimum number of minds necessary to sustain The Shield is one hundred.

Sensing the approaching end of civilization, Mankind, and along with it the collective memories of Humanity, one scientist has dedicated himself to racing against time in an attempt to find an alternative defense to The Shield. That man is SEBRIAN.

We open in the living quarters of Sebrian -- a thousand year old sage who is the wisest member of the civilization. Faced with the threat of extinction, Sebrian has dedicated his life to study, in search of the knowledge that will enable him to save Mankind. After years of meditation, research and scientific calculation, Sebrian has deduced that the Humanity has one last

chance for survival, and that that chance exists in its own past. A Great Event is about to occur. The curve of time and space is about to converge, opening a portal where, for one brief moment, the past shall meet the present!

This event is momentous because Sebrian has tapped into the Library of Humanity to learn there was a time, eons ago, when there was a power stronger than Primus' science, a power stronger even than that of the Mutants. It was a mystical time, a time of magic and sorcerers. That power alone, if it can be brought to the present, might be capable of defending against the Mutants when The Shield finally begins to deteriorate..

Meeting with the Galactic Council, Sebrian -- who has the power to communicate with the members telepathically -- explains that the only hope of Primus, and, by extension, Mankind, is to make the journey back in time, find the source of magical power and bring it to Primus. "It may not work," he tells the Council. "The journey is one filled with danger. Even if the journey is successful, we may not be able to locate the source of power. But if that power can be located, we may have hope. Before weapons, were The Power of the Good and the Way of the Magic." This is the power we need to defeat the Mutants' weapons."

The Counselors decide to send Captain Hydron and Flipshot (see CHARACTERS) back in time to find the power source. These two are eager pilots, filled with the bravado of young adventurers. Best friends, in the Butch Cassidy/Sundance Kid tradition, they are confident they are the greatest pilots in the universe...if only they had a spacecraft to pilot! Flipshot is the cocky Tom Cruise TOP GUN of the two. He's always ready to push it to the max, ready to match wits with the enemy., ready to go for the glory. Captain Hydron is his commanding officer -- wiser, a user of strategy, a calming influence on Flipshot.

Until now, their flying missions have been limited to video games and flight simulators. The scientists of Primus have invented spaceships. In fact, one of them exists, never used, underground. Having foresworn the ways of war, the ship lies covered by vines, only to be used as an arc to shuttle the people of Primus from their planet, should a dire emergency arise. But with the superior-armed Mutants just waiting for such an attempt, even this avenue has been closed.

Now that the opportunity for heroism and valor finally stares them in the face, the pair finds themselves eager for 'action', but also a bit stunned by the reality of it all. Hey, it's one thing to evade enemy space craft in a flight simulator; quite

another when a Mutant fighter is bearing down on your tail, lasers blasting!

Still, when pressed by Sebrian about the urgency of the mission, Captain Hydron and Flipshot rise to the occasion.

Back in the elemental, mystical time of He-Man, in the time of Castle Grayskull and magic and sorcery, The Sorceress -- that powerful embodiment of The Good -- has a fantastic, though disturbing vision: Soon a Great Event would occur. Present and Future will become so close that for a short time one could travel millions of years into the future in only a few seconds. But she now sees the cataclysmic events taking place on Primus, the relentless march of Evil, the gradual ebbing away of the powers of Good. She sees, too, the decision to send an envoy to the past to get the Power of the Good and the Way of the Magic needed to save their planet and, thus, the last humans.

The Sorceress, alone, knows that He-Man is the Power of The Good. In her vision she sees his sword transforming with the Power of the Good. She envisions him making the journey to the future to fight that noble fight. But suddenly she sees another image that makes her realize her greatest fear -- Skeletor, the very incarnation of Evil, will make the journey with He-Man! And all of these events seem imminent.

When the vision leaves her, the Sorceress is weak from the impact of its message. She knows now, that He-Man is the last hope of Humanity, of the Good, of the Universe. She appears to Prince Adam and reveals all these things to him, urging him to accept the challenge and make the voyage to the future as soon as it comes, or even to look for it.

At first Prince Adam balks at the idea. He has friends, a family here at Castle Grayskull. "What does the future have to do with me? My life is here." But the Sorceress explains "There is no purpose to our lives, to your struggle for good in the present, to your very existence, if the future is lost to evil. It is your purpose. It is your struggle. It is the reason for your existence! It is the ultimate challenge of Mankind."

Prince Adam becomes sympathetic to the Sorceress' plea, but asks, "If I leave here then I will leave everyone open to the evil of Skeletor." But the Sorceress tells him not to worry about that. "Where you go, Skeletor shall follow. His battle is not with your friends, but with you; not with the rough hewn stones of Castle Grayskull, but with the mortar and bricks of The Good. Wherever there is The Good, the Evil shall follow to try and destroy it. So has it always been; so shall it always be.

Back on Primus, in the future, we see a comedic clash between the planet's four scientist -- the men entrusted with designing the time machine that will carry Captain Hydron and Flipshot through the time portal. The way these four stooges argue amongst each other it's a wonder anything ever gets done. But, like the Seven Dwarfs, they somehow manage to grudgingly work together and get the job done. Adding to the comedy are arguments between the robots each of the scientists have endowed, naturally, with their own argumentative natures.

At last the time machine is completed. Captain Hydron and Flipshot board the vessel, about to embark on their mission. Sebrian cautions them that the time portal will only be open for a span of forty-eight hours. In that time they must locate the source of the Good and return to Primus with it. Sebrian gives them a timing device that will show how much time they have to complete their quest, warning them to take heed of it, lest they be trapped forever in the past. To aid them in their quest, Sebrian gives them a variety of high-tech gadgets, including a cloaking device and a miniature harvesting tool to gather food.

Sebrian urges them to hurry -- "A few more attacks from the Evil Mutants, a few more casualties in the Galactic Council, and The Shield will begin to deteriorate, allowing the Mutants to sweep down on us and annihilate Mankind for all time."

The scientists rush to Flipshot and Hydron to explain the scientific implications of the time/space continuum. Each of the scientists launches into his own explanation and theory, none of which the two pilots cares about. Before long the scientists are in a heated argument. It's Captain Hydron, feeling the weight of his task and taking the mantel of authority, who finally barks, "Are you boys interested in debating or saving the human race?!"

Brought back to reality, the scientists seal the time machine, the time portal opens, revealing a swirling, sucking hole in mid-air and our intrepid time travelers are on their way through the spiraling time hole -- shaped like the snail symbol. It is truly a fantastic voyage, a la 2001: A SPACE ODYSSEY, a kaleidoscope of color and light.

Hydron and Flipshot make it through the time portal, more worried than ever about their home planet. Inside the capsule, Hydron and Flipshot have a fearful, turbulent ride, each trying to keep up a bravado of courage during this, their first real life mission.

At length, the vibrations stop and the capsule is in the past, sitting in a lake halfway between Castle Grayskull and Snake Mountain. Hydron and Flipshot grapple with each other, dunking

each other under the water in a madcap attempt to stop from drowning. Finally, they figure out the water in the lake is only up to their chest. The two, more than a little embarrassed at their unnecessary panic, stare at each other for a moment. Then Hydron cracks a sheepish grin. Flipshot smiles back and the two friends have a short 'battle,' splashing water at each other.

When a huge water snake rises from the lake, the pair flee and run onto shore, into the hulking figure of Andros -- a tall, gaunt protector of the land surrounding Snake Mountain. In their zeal to find the Power of The Good, they naively reveal their mission to Andros, who takes them to Snake Mountain where he questions them for Skeletor. Unbeknownst to Hydron and Flipshot, Skeletor eavesdrops on the conversation. From his place of hiding, Skeletor learns of their mission and also sees the technological gadgets they've brought with them. Armed with what he has heard, and having seen the scientific advances of the future, Skeletor is literally straining at the bit. He hatches a diabolical plan. He appears to Hydron and Flipshot, pretending to be the righteous possessor of The Power of The Good and The Way of The Magic. He tells them precisely what they want to hear. Skeletor agrees to make the journey to the future with them to help 'save' Humanity, neither Flipshot nor Hydron dreaming that it is a future custom-made for one who wields the evil power of a Skeletor.

Back at Castle Grayskull, Prince Adam tells his parents what the Sorceress has told him. While they are sad to learn Prince Adam must leave, they are proud that he is to be the standard-bearer of the Good. This was the reason for their son's being. They wish him well, tell him that their love will always be with him and shed tears of parting. As a parting gift, Prince Adam reveals to his parents that he is He-Man. They are amazed to learn their son is He-Man...amazed and proud, now fully understanding why he has been chosen for this mission.

It is then that The Sorceress makes a dramatic appearance in the Throne Room and tells the King and Queen that Skeletor will no longer plague their land, that he will meet He-Man in the future and do battle with him there. Thus, He-Man's legacy to his parents and his people is that he leaves them a land without Skeletor...a land of peace and prosperity.

But the Sorceress tells him he must hurry. She has seen the vessel from the future in the lake. She tells him the two time travelers are about to depart and that she senses the powers of Evil with them. He-Man blurts, "SKELETOR! Now the battle begins!"

He-Man arrives at the lake not a moment too soon. He sees Flipshot and Hydron leading Skeletor to the time capsule. With time running out, with the portal beginning to close, He-Man confronts them, telling Hydron and Flipshot that they have been deceived. Skeletor, keeping up his ruse of being The Good in front of Hydron and Flipshot, insists that it is He-Man who is evil. "I've been battling him forever, trying to defeat his evil ways." To prove his point, Skeletor launches into a heated battle with He-Man.

With the time portal closing, and Hydron and Flipshot still not knowing who is telling the truth, Flipshot becomes nearly hysterical. "I'm not gonna get stuck someplace that has only one sun!" More importantly, the young co-pilot realizes the future of the universe depends on his split-second decision. At the last moment, Flipshot leaps forward and knocks both Skeletor and Prince Adam into the capsule. Together, all four men tumble through the time portal and back to Primus.

They arrive in Primus, where Skeletor and He-Man once again exchange accusations. Sebrin, Flipshot and Hydron listen to their harangue, not knowing who is telling the truth.

He-Man and Skeletor begin a battle royale. When He-Man begins to get the upper hand in the struggle, Skeletor exposes his true

colors by making a lunge toward Sebrion. He-Man leaps into his path, infuriated by Skeletor's cowardly attempt to harm the aged sage. With the Power of Eternia coursing through him, he cries, "Feel The Power of The Good! Tremble before The Ways of the Magic! By the Power of Eternia, I have the Power!!!!!" He hurls Skeletor into the air. At the same time, Sebrion brings his mental powers to bear on Skeletor. The combination of the two literally hurls Skeletor from the face of the planet, through The Shield and into outer space. The evil warrior careens into range of an attacking Mutant warship and is transported inside.

Back on Primus, Hydron and Flipshot thank He-Man and exit with the time capsule. Alone with an amazed Sebrion, He-Man transforms to Prince Adam. He reveals to him that he is the possessor of The Way of The Magic and The Power of The Good. He also tells Sebrion he is vulnerable if Skeletor ever confronts him as Prince Adam -- though Prince Adam is powerful, no mere mortal is the match for Skeletor. Further, he asks Sebrion to swear he will never reveal to anyone on the planet that Prince Adam and He-Man are one and the same. "For the safety of your people, they must not know my secret identity. If any of them was ever captured by Skeletor, he might force the secret from them and use their lives as a wedge against me." Sebrion swears to keep He-Man's identity a secret, also suggesting Prince Adam drop his 'Prince' appellation and become Adam -- a merchant from the city of

Levitan. Sebrian also agrees to allow Adam to live in his home. The sage suggests He-Man wear a toga, like the other citizens of Primus, raising the hood on his toga should Skeletor ever appear.

As with Superman and Clark Kent, He-Man's secret identity is a continuing element of suspense and comedy -- suspense because of He-Man's vulnerability in his Adam identity and comedy as Drissi and Caz grow increasingly suspicious about who He-Man really is.

In turn, He-Man pledges that he will defend them forever against the power of Skeletor and The Evil that stalks The Good.

Aboard Flogg's ship, Skeletor is ordered to kneel before Flogg...a most foolish order, indeed. Skeletor confronts Flogg, telling him that while his mutants are mighty warriors, they are no match for He-Man; that only he -- Skeletor -- can lead them to victory against this new and powerful foe. Flogg tries to resist, but Skeletor gives a raw display of his mental power, forcing Flogg to kneel before him, thus establishing himself as the new leader of the Mutants. "You, Flogg, shall serve as my guide in this new world. But remember, lest I bring you low with a single wave of my hand, that it is Skeletor who is all-powerful."

And so, a frightening alliance of evil and technology has been forged. Fresh battle are to be fought, great conflict is to come, power will meet power in the ultimate battle between The Evil and The Good.

But that is another story...

CHARACTERS

ADAM/HE-MAN

THE NEW HE-MAN takes us to a new world, new battles and new enemies. But, more than that, we see a new He-Man as well. For starters, there's more of a difference between Adam -- who has dropped the 'Prince' part of his name in order to hide his identity from Skeletor -- and He-Man than there was between their counterparts in the old series. The Adam side of our hero is more sensitive, caring and humorous than the old Prince Adam. He cares about people, animals and ideals, and isn't afraid to say so. He's freer with a compliment, touched by beauty of spirit and isn't above making a humorous comment when called for.

Humor is a vital new element in THE NEW HE-MAN. At the same time, we realize it was He-Man's heroic nature that attracted legions of young viewers to him in the first place. He is and always will be 'the strongest man in the universe.' To this end, while we want the new series of have humor, we never want He-Man to appear bumbling. This, then, is our formula for injecting comedy in the series without detracting from He-Man's heroic nature:

There are certain comedic characters in the series -- the Scientists, Gleep the Robot, etc. For them to be comedic and sometimes bumbling is fine. With regard to Adam and He-Man,

there are three situations to be addressed -- 1) Adam, 2) He-Man while he is training and adapting to his new world and 3) He-Man in combat situations. When we are dealing with Adam we have the greatest opportunity for comedy in our hero. Like Clark Kent, he is a gentle, sometimes-not-so-together character. Adam can mess up, with comedic results. Next, when He-Man is learning and adapting to his new world, in non-combat situations, he can have humorous events occurring and can make humorous observations. These events and observations are in the CROCODILE DUNDEE vein because, like Dundee, he is a fish out of water, learning new things and sometimes falling back to rely on his old ways. It is in the third situation -- He-Man in combat situations -- that no comedy can exist. In battle He-Man is all business and all heroic, thus maintaining the personality and character traits that drew millions of viewers to him in the first place.

More than ever, Adam feels a human bond with the people he serves and protects. Part of this is because he's a stranger in a strange land and he needs friends. Part of it is because the people of Primus -- his new home -- are so gentle, vulnerable and (let's admit it) incapable of handling the real world that surrounds and confronts them. The fact is, Adam feels needed by these helpless and hopeless people. And that's a good feeling. He returns that good feeling by caring for and about them on a new and deeper level that sometimes even surprises him.

He now has the added burden of concealing his secret identity from Skeletor, neither wishing to place those close to him in jeopardy nor allowing Skeletor to attack him in his more vulnerable state. Accordingly, he wears a sleeveless toga which extends down and stops at mid-thigh. The toga has a hood, which he raises when Skeletor is around, allowing him to conceal his identity along with his sword.

The secret identity element offers us a chance for comedy when Drissi and Caz -- like Lois Lane and Jimmy Olson -- sense that there might be more to this newcomer, Adam, than meets the eye.

As for our new He-Man, he faces challenges he never dreamt of back at Castle Grayskull. He was accustomed to doing battle with the powerful Skeletor, but here on Primus he faces not only a whole new legion of cunning and evil enemies, but also a technology far advanced from that he knew in his old homeland.

When you're battling a fleet of alien spacecraft, something more than bulging biceps is called for. So, our new He-Man has to learn the new ways of his new world. That means he's got to ease behind the co-pilot seat of the Starship Eternia, look at a myriad of gauges and computer terminals, and figure out how to fly it. A great deal of the comedy in THE NEW HE-MAN comes from He-Man's attempt to tackle the culture shock of this future

world, either as He-Man or in his Adam guise. For instance, his first time at the controls of the space ship -- with a worried Captain Hydron nervously looking on -- He-Man put the ship's rockets in reverse and managed to plow through a mile-and-a-quarter of Grot's finest Arthean Tree orchards.

But the new He-Man also has a new weapon, thanks to The Sorceress. He will learn The Ways of The Magic. It's closely akin to The Force which Yoda taught Luke Skywalker to use in STAR WARS. Little by little throughout the series, The Sorceress will teach He-Man to reach within himself and tap into the power of The Way of The Magic, letting it guide him...and sometimes letting it guide his space craft for him.

When he falters, when he needs help in reaching that good inside of himself and understanding it, wise old Sebrion is always there to help show him the way.

This is a wonderful new time for our hero. He's learning more about himself, about other people and others world. And he's coming to realize the purpose of his existence through defending the weak and the helpless. More than ever before, He-Man has come to realize that it's in the giving that one gets.

SKELETOR

What can you say about this belligerent bag of bones? Some things never change, and Skeletor's evil nature is one of those things. But the game has changed and Skeletor is overjoyed at the turn of events.

At last he's got a crew of technologically advanced creatures to give him a hand in his battle against He-Man and the forces of good. Soon he will emerge as the leader of the Mutants for he has the power they need to combat He-Man -- the only thing that stands between them and their goal of destroying the Human race. And, truth be told, Skeletor is kind of glad He-Man is standing between them. He-Man is the object of Skeletor's loathing. He wants He-Man even more than he wants conquest. Galactic conquest is 'business'. With He-Man it's 'personal.'

The stakes are higher than they were back at Castle Grayskull. We're talking galactic destruction here. Skeletor sees himself as the right man for the right time. The weaponry is all in place, Primus is ripe for the taking and the technology has finally advanced to the point that if he wins this battle he's got a jumping off point to take over the entire universe. Ghengis Khan should have had it so good!

As for his new partner, Flogg, and his Evil Mutants, Skeletor's often frustrated by their stupidity and clumsiness. Half the time he thinks his plans get messed up just by having them around. Still, good help is hard to find...even a million years in the future from Castle Grayskull. So, Skeletor makes the best of it, trying to train these alleged tough guys in the true ways of wreaking havoc.

The humor in THE NEW HE-MAN has even rubbed off on Skeletor, by the way. Although it's a black, gallows-type humor -- in the vein of BETTLEJUICE -- the Terror of the Galaxy does come up with a well-timed zinger on occasion. He has a new, more manic attitude about things, becoming a combination of BETTLEJUICE and Jack Nicholson's character in THE WITCHES OF EASTWICK. He's got a new, cackling laugh. He uses his magic to pop up in a poof of smoke, grinning diabolically as he bellows, "We're gonna have some fun now!" Our new Skeletor is a creature who has fun being evil!

THE FOUR SCIENTISTS

They are the Brain Trust of Planet Primus. And while they are zany and certainly off-beat, they are much loved by the people of Primus for their intellect and their eccentricity. In some ways they are very unlike the other people on the planet. They are overtly proud of their abilities, even to the point of being boastful about them. They relish the recognition their achievements affords them. They clamor for distinctions, awards and medals. In a sense, they are repositories for the old ways of Humanity and because of this they are considered somewhat 'quaint' by the rest of their people.

Before meeting each of these four stooges, from whom much of the humor in THE NEW HE-MAN, a few general comments are in order.

These guys are as wacky as they are brilliant. There is nothing they cannot invent. At the same time, they are as impractical as they are intelligent. They are great thinkers, capable of producing an incredible array of inventions. These are the kind of scientists who invented the light bulb. The problem is, they have to call an electrician to change it when the bulb burns out.

All our scientists possess the sin of pride taken to the Nth degree. They are protective of their inventions and denigrating of each other's abilities. Each is convinced he is the greatest scientist in the history of the universe and the sole hope of the future. They are forever arguing amongst themselves about who is the best and brightest and there is on-going sense of one-upsmanship among them. Accordingly, they are a bit skeptical of He-Man when he first comes on the scene. Who is this newcomer that's stealing their glory with his primitive ways?!

When necessary, the scientists will work together for the common good because in their hearts they believe that through their labors they can save Primus. If only they could figure out what to do with their inventions once they are invented!

Now, let's meet this crazy quartet.

First is ALCON. Tall, skinny, with an unruly mass of black hair that seems to fly in all directions at once, he is the most frenetic of the quartet. Alcon is incapable of talking and staying still at the same time. He is forever in motion, his high-pitched, rapid fire voice in perfect synch with his volatile personality. He's somewhat wary of He-Man, feeling the primitive newcomer is unworthy of the gift of Alcon's genius.

Next is GEPPLLE. Short, fat and squat, Gepple is the perfect foil to Alcon's manic personality. He is the voice of reason amidst this sea of scientific insanity. Gepple tries to put things in their proper perspective. "What good is science without a way to make it useful?" Alas, he has no idea how to achieve his goal of practicality. But he sees He-Man as the means to that end. He is constantly at odds with Alcon. Gepple's hair-do would be the envy of Carl Lewis and Grace Jones. His blonde hair is closely cropped at the sides of his head, extending outward at a forty-five degree angle to a width approximately twice that of his head. His hair is stiff and flat on top, providing a seat for Alcon to sit upon while he lectures the other scientists.

KREX is the dreamer and researcher of the group. His jet black hair is slicked back a la Michael Douglas' WALL STREET do. Hopelessly enmeshed in thoughts about the future implications of his inventions, he is a victim of his own intellect. Krex doesn't converse; he lectures...mostly to himself. He gets so wrapped up in theorizing that he never really gets down to doing. He's the scientist Alcon has to take by the scruff of the neck, drag to the lab equipment and demand, "Don't talk about it, Krex; do it!"

Rounding out the foursome is MELDOC. He's big, round and bald, resembling the Pillsbury Doughboy. He's the happiest of the four, just thrilled with his own inventions. He's also the laziest of the scientists, always looking for the easy way out, physically moving as little as possible. To that end he is forever inventing an array of labor-saving androids and robots who will do his bidding. These include androids and robots who will carry him about the room, raise his arm for him when he wants to make a dramatic point and move a brush through his hair when an unruly lock of hair falls across his face.

THE ROBOTS

A constant source of comedy in THE NEW HE-MAN are the robots. Aside from the Meldoc's aforementioned creations is a charming character named GLEEP.

Gleep was an early robotic creation upon which all four scientists collaborated. He is a mischievous machine with a mind of its own. More than anything, Gleep is their mascot. Wise-cracking and a lover of practical jokes, Gleep is tolerated because in the back of their minds the scientists realize Gleep is their only link with reality. Gleep has a particular affection for Prince Adam/He-Man, forever meddling into his affairs and springing up to 'help' He-Man when he goes on a mission. Gleep's bionic heart is in the right place, even if his microchips aren't!

Each of the four scientists has a personal robotic helper of their own creation. These four robots reflect the individual personalities of the scientists, often arguing amongst themselves in much the same manner as their creators.

SEBRIAN

This thousand year old sage is the wisest man on Primus. Scientist and philosopher, he is a great thinker, capable of great insight into both human and alien nature. Sebrian is tall, of medium build and has an ancient, yet peaceful look on his face. His voice is soft and soothing, like that of the high lama of SHANGRI-LA. Like the Shaolin priest in KUNG FU, he often speaks in riddles that He-Man must interpret. He is mostly bald, but thick tufts of curly white hair circle his skull. His hands are gentle and his voice is soothing. Sebrian's eyes gleam silver. Because of his age, Sebrian moves a bit tentatively. He is somewhat frail, always attended to by his aid, Mara.

He wears a long, flowing purple stylized toga that is fringed with silver material. He has several silver rings on his fingers and wears a silver medallion about his neck.

Sebrian serves as He-Man and Adam's advisor on matters of intellect and ethics. He is respected by the planet, often called on to appear before the Galactic Council to voice his opinions. While he is a lover of peace, he realizes his people have become too caught up in science. And while war and warfare are abhorrent to him, he understands the Mutants must be stopped by means other than logic and reason.

FLOGG

This purple-skinned barbarian is the leader of the Evil Mutants who live on the planet Denebria and its moon, Nordor. His primary weapon is a laser whip capable of cutting through just about anything except The Shield.

Flogg is less sophisticated than Skeletor, having ruled his cohorts through brute force. His attacks upon Primus are devastating, but without strategy...until now. Flogg has little patience with the ineptitude of his horde, constantly berating them for their performance.

He feels somewhat intimidated by the arrival of Skeletor, who is a master of strategy. He sees Skeletor as a threat to his rule over the other Mutants. However, he grudgingly recognizes the need for having him on his side now that He-Man has arrived. Of course, part of the credit should go to Skeletor, who did a fine job of convincing Flogg that he needs him because He-Man is such an incredible obstacle to the Mutants.

Naturally, Flogg has no idea Skeletor plans to use him and the Evil Mutants only as long as they are useful to his own purposes.

CAPTAIN HYDRON AND FLIPSHOT

They are the two heroic pilots who, until He-Man's arrival, have been Primus' best hope. They are 'heroes-in-waiting' since the opportunity for valor has not presented itself until now. As a result, each -- but particularly Flipshot -- has become somewhat grandiose in their self-preceptions. They just KNOW they're the greatest pilots who ever exists.

Captain Hydon, who literally sleeps in his green flight suit, is a capable, by-the-book officer. Since he's the only man on Primus capable of flying the Starship Eternia, he's considered Primus' military commander -- a somewhat dubious and superfluous title until recently. Equipped with his triton hand weapon and blessed with bionic arms that windmill at incredible speed, Hydon can rise to battle when necessary. Proud that he has the rank of Captain, he's always exercising his authority over Flipshot, trying to bring a degree of rationality to his manic friend.

Flipshot is Tom Cruise's TOP GUN character incarnate. He was born for the heat of battle. He longs for the dark challenge of space warfare. He's a flying ace who's never flown, a hero who's never seen combat, a sharpshooter who's never fired a weapon. He is, in fact, the right pilot for the right time. Yes, he'll have

some trepidation once he's in actual combat, because it's different from studying the theory of combat. But this is what Flipshot has lived and longed for.

Both of these heroes of Primus feel a strong attraction to Sebrian's assistant -- the attractive and mysterious Mara. In the same way Luke Skywalker and Hans Solo had a running competition to impress Princess Leia, Hydron and Flipshot are always 'strutting their stuff' for Mara. When the word comes that they are being sent on the mission to the past, they all but stumble over each other trying to convince Mara they volunteered.

THE SORCERESS

She is Adam's mentor and He-Man's ally. Beautiful, ethereal, she floats in the air above our hero when she meets with him, her lush brown hair billowing. She is like a vision, an air of mysticism accompanying her appearances. She often gets her message across with parables and proverbs, giving Adam a sense of morality and our viewers a light educational slant. When his spirits flag, it's the Sorceress who picks him up and gets him going by suggesting, "There is no victory in giving up."

To He-Man she is a battle advisor. The Sorceress realizes He-Man cannot hope to stand up to the laser blasts from Flogg's ships through mere muscle. So she imparts The Way of The Magic to him. The Way of The Magic can be anything from giving him a heightened awareness of his surroundings so he can sense the approach of danger to teaching him to rely on his inner senses to pilot a Bolajet through an asteroid storm.

But, the Sorceress never gives him The Way of The Magic directly. She only gives him a hint as to how to obtain it, speaking in mystical riddles. It is for He-Man to figure out how to tap into The Way of The Magic. That is as it should be, since the true magic of good comes from delving into one's own soul.

SLUSHHEAD

Flogg's second-in-command came from the depths of the QUAGMI SWAMP. Aquatic creature that he is, SLUSHHEAD wears a helmet with its own supply of swampwater, keeping him nourished with the vital liquid. With skin that resembles a frog's and a grimace like the Creature from the Black Lagoon, Slushhead is a terror.

Sensing that he's repulsive to people, Slushhead capitalizes on the shock value of his appearance. He's a master at leaping out of dark places. He loves to stalk helpless victims. He has two tentacle weapons that attach to his back pack.

But, the truth is, for all of his menacing appearance, Slushhead is a clutz. If there's a banana peel on the ground, Slushhead is gonna be the one to slip on it. If there's a way to mess up, Slushhead will find it. Part of this is because he's just so darn strong. Ask Slushhead to press a button on a control panel and he'll wind up pushing his finger right through the thing. He's all muscle and little brain. Heaven help you if he gets his hands on the wheel of your spaceship!

In fairness, though, part of the reason for Slushhead's clumsiness is that he's basically a swamp creature and not accustomed to functioning on land. To this end he's always talking about the good old days back in the swamp. You gotta feel a little sorry for the guy.

DRISSI

This beautiful, gentle young lady is in charge of tending to the lovable animals on Primus. DRISSI is seventeen years old, slender and blonde. Drissi's hair is long and flowing, her eyes a blazing violet. She wears stylized-Roman bracelets and stylized a white toga that ends at mid-thigh.

She tends her flock of cuddly alien animals with a golden staff, spending her days in the peaceful meadows of Primus. Drissi is attuned to the ways of Nature. She is countrywise and, thus, understands He-Man more than anyone else on Primus. Like He-Man, she is 'of the land.' Like He-Man, her instincts are finely honed. She is not so tied to science as the others of her race and because of this He-Man will find a sympathetic ear when he is occasionally overwhelmed by Primus' technology.

Because she sees a kindred spirit in He-Man, she is attracted to him. But because she is reserved and sensitive, she would never let him know her true feelings. But she is a also woman He-Man respects, because when it is necessary, when her animals or friends are threatened, she becomes a woman of action, fighting with her wits like he does.

Drissi dearly loves the animals in her care, always nuzzling them, worrying about them. Putting one of the animals in jeopardy is a perfect way for Skeletor to lure her into danger.

CAZ

He is Drissi's eleven year old brother. He has black/green hair and green eyes. Like Drissi, he is charged with tending the animals of Primus. But he likes the job far less than his sister does. He'd prefer to go on great adventures, meeting daring challenges. And in He-Man he sees the perfect opportunity to realize his dreams.

Caz worships He-Man and wants to be just like him. And he often gets involved in He-Man's adventures, sometimes creating even bigger problems for our hero when he places himself in jeopardy. On the other hand, this resourceful youngster occasionally springs a surprise that can help save the day. This boy is also something of a prankster. He likes a practical joke and is always getting into mischief.

He-Man admires Caz' courage. Caz reminds him of himself when he was young -- a compliment Caz is just thrilled to hear! He-Man also likes the way Caz has of putting his sister a bit off-balance with his quick words...words like, "Drissi just thinks you're the greatest!"

GROT

He is the gentle giant of Primus. Seven feet tall, resembling a blue rhinoceros on two legs, GROT is charged with tending the gardens and orchards of the planet. Grot is extremely attached to humans, as it was they who rescued him from the Evil Aliens many years ago when his parents were killed by them and he was taken as a slave. He is grateful that he has been taken into their community without prejudice.

The massive creature loves his gardens, but would prefer to tend them himself rather than having the robots the scientists have designed do most of the work.

He wears a pair of leather stylized Roman gladiator britches and goes bare-chested, a pair of chrome straps extending down and across his enormous chest. Grot is a creature of few words. He's not all that sure about He-Man. He-Man's going to have to prove himself to this skeptical alien.

Grot doesn't go on missions with He-Man, Hydron and Flipshot. He's essentially a pacifist. But when his territory or one of the girls are threatened, he's more than willing to stand up to anything Skeletor and Flogg throw his way.

MARA

The twenty-four year old brunet girl is Sebrian's personal aid, tremendously devoted to him. She's very good at interpreting some of the sage's more mysterious ramblings. Perhaps because she is so close to him, some of Sebrian's mysterious ways have worn off on her. There is something slightly secretive and alluring about her. Mara has a haughty, slightly aloof attitude which is very attractive to both Hydron and Flipshot.

She is not an easy person to get close to because she lives much of her life through Sebrian -- caring for him, learning from him. She tries to keep her feelings inside, but is not always successful, particularly when someone disagrees with Sebrian or tries to undercut his authority. It's then that she might blurt out her feelings. But she becomes shy when the spotlight is suddenly on her.

Mara strongly suspects that Adam and He-Man are one and the same, though Sebrian won't reveal this secret even to her. Around Flipshot and Hydron -- who are just crazy about her -- she remains aloof. It's with Drissi -- her one true friend -- that she can really let her hair down. With her she can be a girl and talk about girlish things...though she'd never let anyone know about such nonsense!

WERBAN

He is the Secretary of the Inner Council. Werban is responsible for caring for the needs of the Inner Council, but carries a great deal of influence since he serves as their voice. Younger than Sebrian, he is somewhat jealous of the wise man's influence on the council, seeing Sebrian as a threat to his own power.

Werban is not a bad person, but he is somewhat misguided. He has the interests of Primus at heart, but his priorities are sometimes dictated by his desires for importance. He is a controversial figure, often espousing views which run counter to those of Sebrian.

OPTIKK, LIZOOR, KARATTI AND HOOVE

These four evil characters are Flogg's henchmen. They're basically loyal to Flogg, putting up with Skeletor because he's Flogg's partner. Each has a special ability.

OPTIKK has a head-sized rotating eyeball that enables him to see through virtually anything. This comes in handy when the Mutants attack in regions of dense fog. He's surly and always angry because while his long-range vision is incredible, he can't see anything up close and is always walking into trees in front of him.

Lizoor is the strongest and meanest of the Evil Mutants. His body is covered with an armor-plated skin. He's a master at climbing and leaping. His long tongue serves as a whip, snapping out at his enemies or a tree branch he can use to pull himself up to safety.

Karatti is all muscle. This goon takes his orders only from Flogg. He is constantly disagreeing with Skeletor. His karate-chopping arm can break through solid concrete walls.

Hoove is the most independent of the Mutants, even challenging Flogg's orders on occasion. He does things his own way -- using his powerful side kick to shatter a tree in his way. He is a user of brute force. It's his single-mindedness that sometimes messes up Skeletor's best laid plans.

KAYO, VISAR AND NOCTURNA

This trio of good guys often accompanies He-Man on his missions.

KAYO is about the only Gung-ho fearless man on Primus. In battle he is relentless, using his devastating knock-out punch to pulverize anything in his path. He can blast an empty can of Levitan-Cola off a rock at a hundred paces. He pilots the Astrosub with great skill and daring. The Galactic Guardians would have sent him to the past to fetch He-Man except for one small problem -- he's got an IQ equal to his shoe size! For all his valor and courage, Kayo cannot think for himself. He needs constant direction...explicit direction! Even then, he's always misinterpreting his orders, to hilarious result. If He-Man orders him to "Smash that tree into toothpicks," Kayo will first pulverize the tree, then spend the rest of the day whittling its remains into toothpicks!

VISAR is a brilliant surveillance officer who wears a gold visar across his eyes. He has a bat-like built-in sensory ability that can even anticipate the approach of evil. Visar is an 'empath' able to feel the emotions of people and animals.

NOCTURNA is a master of martial arts who, like the Kung Fu character, prefers peace to war. He is the soldier/philosopher of the group, constantly looking for passive ways of defeating his enemies.

VEHICLES

STARSHIP ETERNIA -- This massive vessel is the fastest, most maneuverable battleship in the universe. Unfortunately, it has never been flown. Of course, all that is about to change!

Next to The Shield, Starship Eternia was the greatest achievement of Primus' four leading scientists. They worked in rare perfect harmony to invent a spacecraft to carry the people of Primus to the safety of another planet, if it was ever necessary.

To make certain that voyage would be a safe one, Starship Eternia was fitted with an array of defensive and offensive armanents. Housed inside her is a command center that allows it to be in constant contact with all the major cities on Primus and her moon. The ship can transform to several configurations, allowing it to travel on land and to serve as a space station. Equipped with cloaking devices, blasters, protective shields and several smaller pods, Starship Eternia is an armada unto herself.

With the imminent threat of alien attack after The Shield surrounding Primus begins to deteriorate, the starship will be raised from its underground berth and put into action. Captain Hydron is Eternia's able pilot. Flipshot serves as her co-pilot. Hydron tries to teach He-Man the rudiments of space flight, but it's like teaching Gidget to drive a Ferrari.

ASTROSUB -- This is the most versatile vehicle in Primus' armada, as maneuverable underwater as it is in the air. The single-man vehicle is the vessel of choice for Kayo. It's the primary means of transportation to the underwater city of Serus. Astrosub's main offensive weapons are a pair of rear-mounted Zyclon blasters and a set of powerful bombs. Her defensive armaments include a device that stains the water surrounding her black and a sonic distrupor that gives off shattering ultrasonic waves. A periscope enables Astrosub to do recon while submerged.

BOLAJET -- This is the main means of sub-space transportation, the equivalent of Earth's automobile. It's a one-man vehicle not specifically designed for combat. However it has one armament -- a rear-mounted blaster that fires a pair of bolas which can wrap around enemies, tangling them in its rope.

SHUTTLE POD -- It is Skeletor's main vehicle; a small, very fast mini-fighter. The one-man vehicle has short stubby wings and a pair of front-mounted blasters.

TERROCLAW -- A land based predator vehicle, Terroclaw travels on two lurching mechanical legs. It has a front-mounted gripping claw strong enough to rip a tree out by the roots. Additionally, the Shuttle Pod can lock onto its top, giving the vehicle added firepower and flying ability. Terroclaw is usually piloted by Skeletor. Flogg or another alien can ride in the co-pilot seat behind him. As its name implies, it is a vehicle of terror, custom-made for terrorist attacks on peaceful regions of Primus.

MUTANT FIGHTERS -- Flogg's armada consists of a squadron of small ships with rear and forward-mounted laser blasters.

LOCATIONS

THE TRI-SOLAR SYSTEM

This is a solar system in which three suns blaze. PRIMUS, He-Man and Adam's new home, is the fifth planet in the solar system. It is a lush, fertile planet, similar to earth, comprised of THREE CONTINENTS and a large ocean named the GUARDIAN SEA.

MIDA is Primus' Eastern Continent. It's main city is LEVITAN, an ultra-modern high tech metropolis that floats in the air a hundred feet above ground. Levitan is the manufacturing and trade center of Primus. Here, robot run factories work twenty-four hours a day manufacturing the ultra-modern hard goods needed by the people of Primus. When The Shield goes down, Levitan will add new factories...unfortunately, many of them will be dedicated to manufacturing the weapons of war -- space ships, Bolajets and the like. On the outskirts of Levitan is a public park that contains ruins of an ancient civilization. Here are the remains of Castle Grayskull.

TERRA, Primus' Western Continent, is primarily desert. Its major city is the underground metropolis of ONNOR. Onnor stretches for literally hundred of miles underground, connected by a complex

system of underground tunnels through which Velocibus' run at speeds approaching that of sound. The city is lush, filled with every convenience imaginable, even though it is underground. Onnor is the home of the Galactic Council. The fact that it is far underground provides it with a measure of safety from Alien Attack.

On the planet's surface, directly above Onnor, is a fifty square mile area of lush green called THE OASIS. It is here that Grot's Garden yields succulent fruits and vegetables eagerly sought after by the people of Primus. In another part of The Oasis, Drissi and Caz tend to their animals, each animal regarded as precious by the entire planet, since there are so few of them and they are a link to the past of the planet. Scattered about various parts of both Grot's Garden and the meadows where Drissi and Caz work, are escape tubes into which they can jump and descend to the safety of Onnor should their safety on the surface be threatened.

On the edge of The Oasis, on a small hill that affords a view of both the desert region and The Oasis, sits the estate of Sebrian. His home, the Library of Humanity and a scientific research laboratory comprise the grounds. There are sophisticated security systems on the grounds, including escape tubes that allow him to descend directly to Onnor should it be necessary.

TITUS is the large island continent in the middle of the Guardian Sea. It is the home of the TITUS OBSERVATORY which houses the trifusium crystal generator that controls the climate on Primus. The generator collects rays from the three suns and diffuses the energy, thus stopping the Galactic Sea from evaporating. Titus is a strategic installation and once The Shield is destroyed, it will be necessary to beef up the defenses surrounding the trifusium crystal generator.

Finally is Primus moon, Enos. Enos is home to the Galactic Council -- the U.N. of the Tri-Solar System. It is here that delegates from all over the system come to meet and hammer out their differences.

DENEbria is the fourth planet in the Tri-Solar System. The planet and her moon, MOON NORDOR, are home to Flogg and the Evil Mutants. Denebria is a desolate, planet void of vegetation because of the environmental carelessness of its corrupt mutant inhabitants.

Orbitting Denebria is a skull-shaped Moon named NORDOR. This wasteland asteroid provides the perfect jumping off point for Flogg's armada to launch attacks against Primus. It's here that the Evil Mutants have built a sophisticated landing site for their vessels.

Denebria itself consists of three primary zones. GORN WORLD is a sprawling burning Eastern desert filled with hideous life forms and acid sand craters. Much of the mining of transium ore -- the fuel for Flogg's space craft, occurs here. Its principal city, GORN CITY, is reminiscent of the gold mining boom towns on Earth's 19th Century. Populated by rugged, cutthroat aliens who've come from a number of different planets to make money in mining the valuable transium crystals, it is a dangerous place. Even Flogg, the ruler of the planet, doesn't venture into Gorn City without his personal body guards. Like the bar in STAR WARS, this is a place where sudden danger can erupt.

The QUAGMI SWAMP is a boggy central region whose green sky is always filled with gaseous, noxious fumes from bursting bubbles erupting from beneath the surface of the swamp. It was once Slushhead's home and (Heaven knows why!) the green guy feels a pang of homesickness.

From time to time Slushhead has to return to the swamp to get a fresh supply of life-sustaining swamp water to put in his helmet. It's then that Slushhead and whoever accompanies him, will come face-to-face with some of the disgusting swamp creatures who populate the area. Sometimes battles rage with the creatures. But other times they've heard of Slushhead and are there to

praise him. After all, Slushhead is something of a hero in the Quagmi Swamp -- 'a small town boy who made good' -- since he's a member of Flogg's Evil Mutants. We might even have a thirty foot long mudsnake asking Slushhead for his autograph! These creatures are sometimes recruited for 'special missions' if they can be useful to the Evil Mutants.

FREON is the on the Western 'dark side' of the planet. It is a mysterious zone about which little is known, even to Flogg. No one has ever returned from Freon to talk about it. Usually it is referred to in a threat, such as -- "How'd you like to go on a little vacation to Freon?"

Finally is the FOG ZONE, an ice covered north pole shrouded by a dense frozen fog that reduces visibility to zero. It is an occasional stopping point for the Evil Mutants, since the Fog Zone's Vyclonial Ice is the only substance capable of keeping the engines in their spaceships from overheating. Picking up this coolant is a dangerous mission both because of the environment and terrible species of predator named VLAJORIS -- red Polar Bear-like creatures with antlers that resemble daggers.

WE HAVE THE POWER!

THE NEW HE-MAN takes the best aspects of the old series and combines them with an innovative, updated concept. We have new heroes, new enemies, a sense of magic, philosophy and spirituality. There are new worlds, new challenges to be met and new ways to be learned. Finally, there is a continuing element of humor and humanism that spins the series in an exciting fresh direction.

THE NEW HE-MAN is a series that spotlights the classic battle between good and evil, but presents it through a hip hero, making the exciting action and adventure even more engaging because our heroes are human. They know how to laugh and how to have fun. They make mistakes, feeling both frustration and amusement at their own temporary failings. But they also have an enduring and abiding knowledge that they are taking this ride through an exciting, challenging and danger-fraught world together...that they must care about and help each other if they are to succeed.

Every kid in America is going to want to go along on that ride with them.